denver apple pi SEED

September 1987

NEWSLETTER FOR APPLE COMPUTER USERS

# Meeting Date Change

The Denver Apple Pi September monthly meeting and core meet have been moved back one week so that the long holiday weekend will not interfere. The general meeting will be on the second Thursday, September 10th rather than the normal first Thursday of the month. The Core meet will be on the Sunday after the general meeting, September 13th. Hope to see you at the meetings.

# SWAP MEET

The semi-annual Denver Apple Pi SWAP-O-RAMA is this month!!!!! Twice a year (or thereabouts) the Denver Apple Pi core meet is also a swap meet (garage sale/ flea market (or is that "computer bug" market)). This month is the month you have been waiting for. If you have computer hardware, software, computer books, or whatever to sell, then plan to bring them to the core meet. If you are looking for goodies and good deals then come to the sale and bring your check book. You just might find something that you have been looking for.

Some new products will also be available at real savings, not to mention the ever-popular Apple Pi store. Disks, disk cases, printer supplies and much more will be at the sale. Plan to sell or plan to shop but whatever you do plan to come.

# classes

Adult classes in AppleWorks, programming in BASIC, and introduction to the microcomputer are about to get underway. Randall Ansley (VP Apple Pi) has been the instructor for these classes for many years. The classes are offered by Adams County School Dist. 12 Adult Education and are held at Thornton H. S., 9351 N. Washington, Thornton.

APPLEWORKS- Class starts Sept. 22, Tues. 6-8pm. The class is 6 weeks long and will cover the fundamentals of AppleWorks: the utilities, word processing, data base, and spreadsheet. This is a hands-on class. Each student will have the opertunity to use each operation and learn how to interface the different aspects of the program with each other. Fee $ 60.00.

PROGRAMMING IN BASIC- Class starts Sept. 22, 8-10pm. The class is 6 weeks long. This class covers programming in Applesoft BASIC using logic, loops, branching, conditional branching, data formats and lots of goodies. Several programs will be written in class to demonstrate the control you have over the computer. Fee $ 60.00.

INTRODUCTION TO MICROCOMPUTERS- Class starts Sept. 21, Mon. 6-9pm. and lasts 8 weeks. This class is designed for the beginning computer user or the person who is thinking of purchasing a microcomputer or using one at work. This class covers commercial software, some programming, graphics, modems, hardware, and much much more. Fee $ 66.00 and includes disk and text book.

For more information about the classes call Randall Ansley, 451-6116, or to reserve a seat or pay for a class call Dist. 12 Adult Ed. office at 457-9107.

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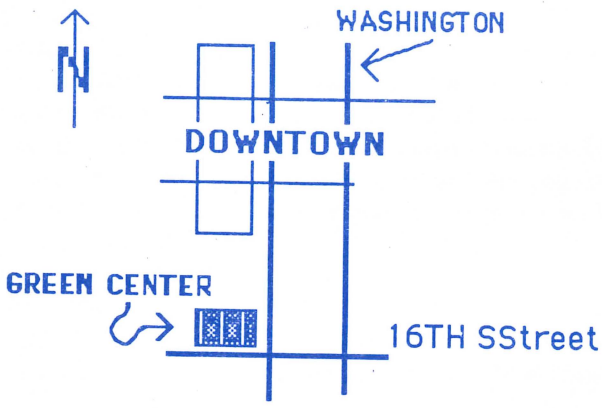


## ABOUT PI

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Current membership dues are $18.00 per year, with a one-time application fee of $ 7.00. Member benefits include:

MONTHLY MEETINGS - information, new product announcements, short business meeting, oppotunity to buy supplies at a little above cost, door prizes.

CORE MEETING - monthly informal opportunity to share ideas, copy programs from the library, and buy supplies.

DISK OF THE MONTH - a collection of some of the best programs donated to Apple Pi

PROGRAM LIBRARY - over 9000 public domain programs

## Over-extended op-codes

BNR - Branch for no reason
EDR - Emit deadly radiation
GMD - Generate meaningless data
JIL - Jump to inaccessible location
RIS - Remain in subroutine
TEC - Take extra time for calculation
POP - Push or pop
GCR - Generate confusing result
PCS - Push to center of stack
SOC - Spill operator's coffee
PII - Perform invalid instruction
EPD - Explode peripheral device
ZMJ - Zero memory and jump
ECF - Explode and catch fire
WOR - Write on ROM
GRO - Generate random opcode
ETR - Erase tree root
RCD - Read card and destroy
REQ - Remove from empty queue
BPM - Become Psych major
SUP - Shred user printout
BSO - Branch on sleepy operator
BTI - Blow trumpet immediately
CM - Circulate memory
DAC - Divide and conquer
DIA - Develop ineffective address
DO - Divide and overflow
EIO - Execute invalid opcode
IA - Illogical AND
LCC - Load and clear core
DPW - Don't let player win
FLR - Flash lights at random
ICR - Incur costly repair
LLI - Lose last instruction
IPC - Increment pizza counter
UAB - User abort
DWIW- Do what I want
CMS - Clear memory and save
PUO - Perform unknown operation
TOW - Take over world
ROM - Read operator's mind
TET - Triple execution time
JI - Jump indefinite
POP - Punch out programmer
RRR - Read random record
BF - Blow fuse
BNL - Become a neo-Luddite
DCW - Destroy card and write
MUG - Make ugly graphics
GRE - Generate Random Error
BTB - Branch to bus
BD - Backspace disk

# Zen and the Art of File Manipulation: Or look Before You Leap

*by Phil Booth*

This is a sad tale of about how to get yourself into some deep trouble. We all know that floppy disks are fragile. Even the 3 1/2 in. disks in the hard shell. If you do something stupid like turning off the computer while the disk is working you can find yourself with a $2.00 piece of plastic that once contained all of your financial data. That is what happened to me. I use *Dollars & Sense* as a personal finance manager. I was working late one evening and wanted to look over some past transactions. After setting what I thought were the right search criteria, I soon found that the computer was finding more than I wanted. Instead of letting the computer do its thing and retry later, I shut off the computer. After bringing the system back up, I found that the program would not access the data disk. No problem! I'll go to my backup and do what I wanted to do.

I got the backup and completed the transactions. Then, I get the bright idea of backing up over the old master and getting everything the way it was before I messed up. I should have known that it was not the time to perform any file manipulations. After answering the screen inquiry I thought I hit the return correctly but formatted over the only good copy of my data. Remaining calm, I decided not to do anything else that night. What I was feeling at that time was numbness that I could not get the information off the disk. I let the situation sit for a few days and after talking to a computer using friend, I decided to try to get the system up. After some looking around the documentation and a book on the program, I was able to get the old disk to work. I very quickly backed up that disk. This time—paying very close attention to the screen prompts—I successfully backed up and was up and running again.

This incident taught me that important information needs to be backed up more than once. It also taught me that you should not do complicated file manipulation when you are tired. By complicated, I mean copying or deleting or making subdirectories. Loading and saving are usually safe because most programs will write to an open file without your typing the file name or selecting a drive. I was careless at other times and deleted a word processing file. After the latest case of file/disk mismanagement I have come up with the following proverbs concerning file manipulation.

- **Thou shalt back up very important disks more than once and keep the backup(s) up to date.** You will never know when both copies of that data disk will crater and put you behind the 8-ball.

- **You shall have only clean, clear thoughts when doing file manipulations.** You must concentrate on what you are doing! You can go back over a word processing file and clean it up, but if you write over the file you cannot retrieve it.

- **Thou shalt not perform complicated file manipulations except loading and saving, while you are under the influence of alcohol or exhaustion.** This is obvious. Hands can get shaky and hit the return key at the wrong time. Or, you wouldn't be able to see the screen prompts and thereby write over the data disk.

- **Thou shalt read the screen prompts and understand them while you are backing up your files.** Reviewers and users have for a long time complained about the documentation that comes programs. Another problem is decoding the screen prompts. You need to know what the programmer meant when the program prints; "Use Drive 2 as source" or "Use Drive 1 as destination." because you could answer the prompts the wrong way and find that all the data you prepared just got deleted. I know. It happened to me!

I'm sure that you have come up with other rules that govern your use of your computer and programs. I have tried to be a little tongue and cheek in order to point out that you can wipe out some very important data by just hitting the return key at the wrong time. I could go on about the physical handling of disks, but that is another story.

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# Program contest

The Seed is sponsoring an Apple computer program contest. We would like to see new home grown programs submitted to the Apple Pi software library, and so we invite you to submit your programs. There will be a first, second, and third place winner and three honorable mentions. Winners will be published in the Seed and prizes will be awarded at the November meeting. First prize has been donated by the Byte Works, and is an ORCA/GS Assembler. This is the development program used at Apple Computer Inc. by all the 6502 development staff and is the program of choice by Western Design Center, the creator of the W65SC816. Retail price $69.95. Second Prize has been donated by Grynberg Publishing Inc. and is a copy of the Assembly Book. The is the best book we know of for learning 6502 assembly language programming. It comes with software you need to get started writing your own Assembly programs and retails for $29.95. Third prize has been donated by Lightbenders Inc. and is a box of Nashua 5 1/4 Diskettes. Retail price is $ 19.95. All winners will also have their programs put on the November DOM and each will recive a free DOM for any month that they choose.

Official rules:

1) All entries must have been written by a member of Denver Apple Pi.

2) All entries must be the work of the programmer. Programmer may use subroutines built into the Apple computer such as calls to Apple routines but calls to any other routines must be his (or her) own.

3) Programs may be in any language for the Apple but if a compiled program is submitted, the source code must also be submitted.

4) All entries will become public domain and will be put into the Denver Apple Pi library.

5) Apple Pi is a family organization; therefore, any programs that are considered to be in bad taste will be rejected (keep it clean, please).

6) Programmer's name and phone number should be in a REM statement or Comment at the beginning of the code.

7) You may enter as many programs as you like, but each program must be on its own disk. Disks will be returned after the judging.

8) All entries must be in by the October Core meet, Oct. 4th.

9) Choice of the winning programs will be final.

OK you hackers out there, show us your stuff. We want to see some creative programs!

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